

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member do you owe a huge favor to? What for?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

Cast members have four cards that represent things they can lose or sacrifice. These are *Your Health*, *Your Sanity*, *Your Sense of Self-Worth* and *Your Very Life*. If you lose or sacrifice one, then you have to roleplay out the consequences of that for the rest of the game (unless you somehow manage to get it back). Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

If you're ever forced to sacrifice something you already lost, then discard a different card of your choice. Justify how that other card substitutes for the one you're called on to sacrifice. You can always substitute Your Very Life, but of course then you'd be dead.

# Background

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If you can find answers to your four questions then you (*or one other of your choosing*) can escape back to real life, alive. Without answers, you'll never find your way home.

In *Carcosa*, secrets and knowledge are the currency. Whenever you perform a service for someone in *Carcosa*, they owe you one answer. You can ask them any question you wish, and they must answer truthfully. Similarly, if someone performs a service for you, you owe them one honest answer. (*You can't ask two questions in a row from the same character. Carcosa keeps its secrets better than that.*)

# the Director



You have always wanted to be a real, legitimate filmmaker. This was supposed to be your big shot. Your first full length feature film. You've gathered together a small budget, a few secondhand cameras and a crew of eager amateurs to help you make your movie. Things don't seem to be working out that way.

Well, whatever the hell is going on here, you're going to sort it out. You're supposed to be in charge, right? Now is the time to show some real leadership, just like your filmmaker idols did when faced with adversity. Sure, being catapulted into a hideous nightmare realm is different than Francis Ford Coppola's troubles making *Apocalypse Now*. But this is your crew, and you have to do something to make sure they make it out unharmed. Hell, if you get back to real life in one piece, maybe this will make good material for the movie.

# Pushing

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The only way to force someone to do something they don't want to do is by "*Pushing*." If you sacrifice one of your four cards, then you can name one action the other player has to perform. At that point, the other player has to choose one of three options: they can *Comply*, *Flee* or *Push Back*.

- If they *Comply*, they must do as you outlined.
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# Reassurance

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- If they want, they can say "**Indeed, that is crazy talk**" or some other reassurance and cross out the answer you received. You're now free to seek other, more desirable answers from some other source in Carcosa.
- If they actually dislike you for some reason, then they can say something insulting such as "**Don't be a fool. Of course it is.**" Then they circle the answer. No amount of reassurance can change that answer now.

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# Questions

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## Answer to Escape:

- Who must help me if I am to escape this place?
- What must they destroy to win my freedom?
- Where must the ritual of destruction occur for me to escape?
- How do we perform the ritual that lets me escape?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member do I blame for holding me back? Why?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Star



All your life, you've had an unusual feeling. You felt that you didn't belong in your life. In your ordinary life, you were nobody. But you knew deep in your heart that you were destined for something greater.

You became an actor seeking to become a famous movie star, but you have discovered something much more important: you are the heir to the Hildred Castaigne, the Last King of the Imperial Dynasty of America. Knowing this, you have been laying plans to seize power and rule as was divinely intended. But you have learned that one of the others on the film crew is also part of the imperial line. You're not sure who it is just yet, but you will find out. Then you can ensure that they meet a messy end, leaving the throne empty for you to claim.

# Pushing

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## Answer to Escape:

–Where is my crown hidden, so that I may be crowned as true ruler of this land?

–Who stands before me in line for the throne?

–What does my rival seek, in order to usurp my rightful kingdom?

–How can I claim the glory that is rightfully mine?



# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member is so much better than me that I am ashamed of my own weakness?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Envious



Photo by Daniela Vladimirova

All your life, you have been ashamed of yourself. You have always been surrounded by amazing and impressive people, and their greatness only makes clear how worthless you are. You became an actor to hide from yourself, to imagine yourself another person even for a little while.

Now that you're in *Carcosa*, you know the truth. You don't know how you know, but you do. You know that, if you find a way, you can escape the prison of being you. Find the Mask of True Forms, and you can be whoever you want to be. So who do you want to be?

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## Answer to Escape:

–Whose life could be mine, if only I had the means?

–Where is the Mask of True Forms hidden?

–What must I take from the one I envy to better become them?

–How do I use the Mask to replace the one I envy?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member did you see flash before your eyes when you nearly drowned?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Drowned



You have just returned from several tours in the Navy. When you nearly drowned on an ordinary mission, you chose to desert your post. Back Stateside, you found yourself penniless, jobless, without any support network. You joined this movie's crew because it would hopefully pay the bills, you know?

Somehow, you know that the way out is underneath the Lake outside the palace. You're not certain how you know these things. But you also know that you need answers before you leave the palace to travel beneath the strange, fog filled lake.

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## Answer to Escape:

- What is the mystical seal that must be destroyed to pass through the portal beneath Lake Hali?
- Where can I find ritual book that includes instructions to activate the portal?
- Whose blood must I spill to soothe the anger of the tentacled horrors that live in the lake?  
(*You need a lot, they must give up their physical health or their life.*)
- How can I navigate the mists lake of Hali without becoming lost for all eternity?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which castmember's portrait did I paint, long before I ever met them?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Dreamer



You have always dreamed of this place. Not “you always wanted to come here” dreaming. Rather, you have all your life had recurrent nightmares about a bizarre shadow world, where foggy mists boil out of the lake into a vast decaying palace full of masked revelers. To deal with these terrifying visions, you became an artist. It didn't lessen the terror but it helped you feel more in control of these terrifying nighttime ordeals.

Recently your friend The Director asked you to do the design work for a zero budget indie horror movie. All the themes of your nightmare fueled artwork would fit perfectly with the movie they had planned. But when you came to the readthrough, your real life and your dream world collided. Now you're trapped in your own nightmare.

It is a dream, isn't it? All you have to do is figure out how to wake up.

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## Answer to Escape:

- Who must I convince that this is only a dream?
- Where in Carcosa have I always dreamt about?
- What thing must I bring to that place to reveal to the person the dreamworld nature of this place?
- Once I have shown that person that this world is nothing but a nightmare, how can I wake myself up from this dream?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member do I love, though the feeling is not mutual?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Unloved

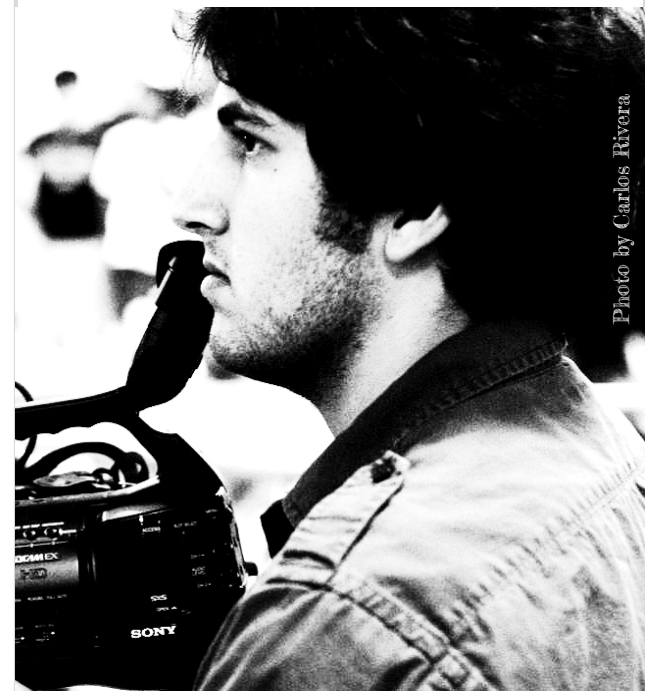


Photo by Carlos Rivera

You don't care about this stupid movie, not really. But you have a deep, deep affection for one of the other castmembers. And he or she is involved in this movie making venture, so you joined as well. You figured that way, you would get some more time to be with the one you love. Get to know him or her, maybe find the chance to reveal your feelings.

Of course, things don't seem to be working out the way you expected. Now you're all in a dangerous, strange place. Maybe if you protect your love or show some bravery, then you can be a hero. People like heroes, right? Maybe then you'll be loved back.

# Pushing

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The only way to force someone to do something they don't want to do is by "*Pushing*." If you sacrifice one of your four cards, then you can name one action the other player has to perform. At that point, the other player has to choose one of three options: they can *Comply*, *Flee* or *Push Back*.

- If they *Comply*, they must do as you outlined.
- If they *Flee*, they sacrifice one of their own cards and exit the area. You cannot pursue them until you've interacted with someone else first.
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# Reassurance

The inhabitants of Carcosa may not be trustworthy. If you have received an answer that displeases you or does not make any sense, then you can reject it by getting the backing of another cast member. You approach the other cast member, explain the question and answer and say "This cannot possibly be true, can it?" to show your disbelief. They can respond a few ways:

- If they want, they can say "**Indeed, that is crazy talk**" or some other reassurance and cross out the answer you received. You're now free to seek other, more desirable answers from some other source in Carcosa.
- If they actually dislike you for some reason, then they can say something insulting such as "**Don't be a fool. Of course it is.**" Then they circle the answer. No amount of reassurance can change that answer now.

# the Unloved

# Questions

Your four escape questions have to be answered in Carcosa, by investigating its secrets. These questions must be answered in order. The inhabitants of Carcosa know many things. There may be other ways of learning your answers as well. As you find each answer, write it down on your sheet. When you have answered all four, you can escape by performing the actions described. If you choose to do so, talk with a GM and then play out the escape as necessary.

## Answer to Escape:

—What one thing must I protect my beloved from at all costs?

—Where will my beloved be endangered, so that I can rescue him or her?

—Who is my beloved secretly involved with (?) , who must be eliminated before I make my move?

—How can I leave this place once my beloved returns the affection?



# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member's life am I trying to improve, whether they like it or not?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

Cast members have four cards that represent things they can lose or sacrifice. These are *Your Health*, *Your Sanity*, *Your Sense of Self-Worth* and *Your Very Life*. If you lose or sacrifice one, then you have to roleplay out the consequences of that for the rest of the game (unless you somehow manage to get it back). Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

If you're ever forced to sacrifice something you already lost, then discard a different card of your choice. Justify how that other card substitutes for the one you're called on to sacrifice. You can always substitute Your Very Life, but of course then you'd be dead.

# Background

Your friend Cameron Iokanaan wanted to make an independent horror film based off of *The King in Yellow* by Robert Chambers. So you assembled a crew and Cameron went away to write a script. No one heard from him until yesterday, when you each received an unsigned letter, with a strange yellow symbol on it, apparently from Cameron. It said to meet at an abandoned theatre, and to come wearing a mask. Nobody was really sure what was going on, but you assumed it was about the first read-through of the script. Attempts to contact Cameron for clarification have gotten no response. It was weird, but Cameron always played up the mystery when writing. So you showed up, to see what Cameron had in store. That is when everything gets really weird.

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If you can find answers to your four questions then you (*or one other of your choosing*) can escape back to real life, alive. Without answers, you'll never find your way home.

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# the Control Freak



It isn't like you set out to be so demanding. It's just that you know better than everyone else how they should live their lives. You see everyone around you, always making poor choices. And you can't help but let them know the proper way of doing things. It's for their own good, really. You always know how to make every little thing precisely perfect.

Sometimes you're tempted to let them go ahead and ruin their lives. But you can't, because that would be imperfect of you.

Sometimes, you think your life would be a lot easier if all these people around you were out of the picture. Then you could live a life of total control. And that would be perfectly, precisely perfect.

# Pushing

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# Answer to Escape:

- Whose imperfections must be removed, destroyed or eliminated, through lethal means if necessary?
- What imperfection mars their existence, which I must eliminate for their own good?
- Where must I take them, to perform the final act of improvement?
- How must I perform the sacrifice to improve them sufficiently to take my place, so that I can exit this realm and they can continue on the path of perfection?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member is always pissing me off with petty bullshit?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Angry



You try not to be a violent person. It's just that the world around you is filled with stress and frustration. Every day is a struggle to keep from lashing out at those around you.

These people are supposed to be your friends, right? You shouldn't hurt them. But even on the best of days, it takes all your effort to keep from flipping out and screaming in somebody's face. Today doesn't look like the best of days. Not by a long shot. Today might just be the day where you break something irreplaceable.

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# Answer to Escape:

- What do the strange flapping monsters that surround the castle desperately seek, that if I held it I might command them?
- Whose continued existence prevents me from commanding the creatures?
- Where must I stand to command the flapping creatures to take me away?
- Once my rival for control is dead, how can I command these creatures to do my bidding and take me away from this place?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member has no memories of me until a few months ago, when I showed up in our social circle and everyone else remembered me always having been around?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Ephemeral



Photo by Thomas Hawk

You've always had a lingering suspicion that you weren't like ordinary people. Your memories of more than a few months ago are hazy and vague. You are defined by one or two strong mannerisms, but you lack the depth or subtlety of a real personality. An outside observer might think that you were totally normal, but you have come to realize the truth:

You are not a real person.

You're some sort of imaginary being that has taken on human form. You haven't told anyone yet, but you are increasingly convinced. You know that, as a fictional being, you exist to suffer for the amusement of an author and audience. That pisses you off. Your author apparently created you to go through some trying times ahead. You need to find a way to escape your fictional state. Become a real boy or girl, somehow. Maybe even get revenge on your creator along the way.

# Pushing

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# the Ephemeral

# Questions

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## Answer to Escape:

- Who is the one that first created me as a fictional being?
- What do I lack that, if found, would allow me to become a real person?
- Where can I find the original writings that created me (which I must destroy)?
- How can I become a real human being?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member do I suspect is working for the conspiracy that is spying on me? Why?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

Cast members have four cards that represent things they can lose or sacrifice. These are *Your Health*, *Your Sanity*, *Your Sense of Self-Worth* and *Your Very Life*. If you lose or sacrifice one, then you have to roleplay out the consequences of that for the rest of the game (unless you somehow manage to get it back). Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

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# the Watched

LOCATION: SUBJECT'S RESIDENCE  
DATE: 1/30/2017



For some time now, you have been watched by faceless figures. Men and women - children, even - watch your every move constantly. You can't see who they are, because where they should have eyes and a nose and such, they just have a smooth stretch of pinkish-yellow skin.

Who are these people, and why are they spying on you? You're not anything special. You think that they must be agents of a conspiracy. Perhaps a satanic cult of some sort. Maybe they are planning on turning you into a human sacrifice.

You haven't told anyone yet. You have no proof. You wouldn't want to sound like a crazy person. Worse, you don't know who these people are. Anyone you tell about this might be working for the people spying on you. If they suspected that you were on to them, then they might kill you... or worse.

# Pushing

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## Answer to Escape:

- What are the faceless men seeking which they think that I have?
- Once I have what they want, where can I find them to give it to them?
- Who must I mark to be the next target of the faceless men, once I join them?
- How do I remove my own face to join the faceless men and disappear?

# the Watched



# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member spoke to me once at a party, while I was miles away busy at work?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

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# the Traveler



You think that you might be a time traveller.

It's crazy, of course. Time travel is impossible. Or at least it involves a spaceship and a black hole. But nonetheless, you're doing it somehow. It started small, at first. "Missing time" they call it. Then you started having moments repeat. You would be reaching for a knife and grab the pointy end instead of the handle, cutting your fingers. Suddenly it was a second earlier, and you grabbed the knife safely instead. Never very long. And never reliable.

Recently, though, it has gotten stronger. Longer time jumps, more often. Today is the worst of all. Some intuition tells you that the movie is a bad idea. So you skipped out on the script reading. But when you went to bed, you woke up on today, again. Like *Groundhog Day*, you repeated the same day over and over, skipping the reading each time. This time, you decided to finally find out what happens when you attend. Some force wants you to go. What force, though, and why?

# Pushing

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## Answer to Escape:

- Who can help me break out of the infinitely repeating cycle?
- What keeps me anchored in this time and place?
- Where must I destroy that anchor to escape?
- Once I'm free of time's constraints, how can I find my way through the infinity of time and space back to where I belong?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member did I try to warn, but they wouldn't listen to me?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

Cast members have four cards that represent things they can lose or sacrifice. These are *Your Health*, *Your Sanity*, *Your Sense of Self-Worth* and *Your Very Life*. If you lose or sacrifice one, then you have to roleplay out the consequences of that for the rest of the game (unless you somehow manage to get it back). Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

If you're ever forced to sacrifice something you already lost, then discard a different card of your choice. Justify how that other card substitutes for the one you're called on to sacrifice. You can always substitute Your Very Life, but of course then you'd be dead.

# Background

Your friend Cameron Iokanaan wanted to make an independent horror film based off of *The King in Yellow* by Robert Chambers. So you assembled a crew and Cameron went away to write a script. No one heard from him until yesterday, when you each received an unsigned letter, with a strange yellow symbol on it, apparently from Cameron. It said to meet at an abandoned theatre, and to come wearing a mask. Nobody was really sure what was going on, but you assumed it was about the first read-through of the script. Attempts to contact Cameron for clarification have gotten no response. It was weird, but Cameron always played up the mystery when writing. So you showed up, to see what Cameron had in store. That is when everything gets really weird.

When the game begins, you will enter an otherworldly realm. You don't know where you are. You don't know why you were brought here. Worst of all, you don't know how to get back to your sane, normal life.

If you can find answers to your four questions then you (*or one other of your choosing*) can escape back to real life, alive. Without answers, you'll never find your way home.

In *Carcosa*, secrets and knowledge are the currency. Whenever you perform a service for someone in *Carcosa*, they owe you one answer. You can ask them any question you wish, and they must answer truthfully. Similarly, if someone performs a service for you, you owe them one honest answer. (*You can't ask two questions in a row from the same character. Carcosa keeps its secrets better than that.*)

# the Visionary



You know for sure that something terrible is going to happen. You had a vision, you see.

A week ago, while the Director was talking about the plans for the movie, your vision blurred. The room warped into an ornate ballroom. Your friends were dressed in fancy, archaic clothing. Cameron was there, lounging on the throne. Everyone else bowed to Cameron, as would befit loyal courtiers to nobility. Everyone spoke a weird gibberish language, but the Director seemed to be petitioning Cameron for something. Cameron concluded the discussion by pointing at you, glaring sternly. The other reluctantly pulled knives out of their tunics and began to reluctantly advance toward you. As the first knife - the Director's - pierced your side, the vision ended.

You are pretty sure that this was a vision. a dire warning A bad omen. A prophecy of something horrible to come.

# Pushing

In general, you have control over your character. You get to say what you do, think and believe, based on background information and the events of the larp so far. You can suggest things to other players, but you can't force another player to act a particular way. You can't trick, injure, imprison or otherwise do anything to another PC without them going along with it. If two players have different ideas for how a situation results, make a compromise or no one gets what they want.

The only way to force someone to do something they don't want to do is by "*Pushing*." If you sacrifice one of your four cards, then you can name one action the other player has to perform. At that point, the other player has to choose one of three options: they can *Comply*, *Flee* or *Push Back*.

- If they *Comply*, they must do as you outlined.
- If they *Flee*, they sacrifice one of their own cards and exit the area. You cannot pursue them until you've interacted with someone else first.
- If they *Push Back*, then they describe and act out fighting back against you in whatever way is appropriate. They sacrifice one of their own cards and then make their own demand on you. At that point, you have the same three options: *Flee*, *Push Back* or *Comply*. (If you push back, you could reiterate your first demand or make a new demand based on how the conflict has progressed.)

# Reassurance

The inhabitants of Carcosa may not be trustworthy. If you have received an answer that displeases you or does not make any sense, then you can reject it by getting the backing of another cast member. You approach the other cast member, explain the question and answer and say "This cannot possibly be true, can it?" to show your disbelief. They can respond a few ways:

- If they want, they can say "**Indeed, that is crazy talk**" or some other reassurance and cross out the answer you received. You're now free to seek other, more desirable answers from some other source in Carcosa.
- If they actually dislike you for some reason, then they can say something insulting such as "**Don't be a fool. Of course it is.**" Then they circle the answer. No amount of reassurance can change that answer now.

# the Visionary

# Questions

Your four escape questions have to be answered in Carcosa, by investigating its secrets. These questions must be answered in order. The inhabitants of Carcosa know many things. There may be other ways of learning your answers as well. As you find each answer, write it down on your sheet. When you have answered all four, you can escape by performing the actions described. If you choose to do so, talk with a GM and then play out the escape as necessary.

## Answer to Escape:

- Where can I cause another prophetic vision to occur?
- Who must I make sure behaves just as the vision describes?
- What must that person destroy, just as the vision showed?
- How do I leave this place once the vision has come true?

# Answer Now:

(Public) Which cast member would I risk my life to protect?

(Public) Which cast member convinced me to join you in this mess, even though I was reluctant to come along?

(Secret) Which other cast member do I secretly despise?

# Sacrifices

Cast members have four cards that represent things they can lose or sacrifice. These are *Your Health*, *Your Sanity*, *Your Sense of Self-Worth* and *Your Very Life*. If you lose or sacrifice one, then you have to roleplay out the consequences of that for the rest of the game (unless you somehow manage to get it back). Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

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# the Invited



your coat pocket, addressed to you in a smooth, calligraphic handwriting. It bore no postmark or stamps. It was sealed with a wax seal. Inside, the letter had your name, followed by "YOU ARE INVITED TO A MASQUERADE BALL AT THE PALACE, ONE WEEK HENCE. WE SHALL CELEBRATE THE BIRTHDAY OF ALDONES, KING OF THE ROYAL COURT OF YHTILL. COME IN COSTUME. COME TO DANCE. COME TO DINE. COME."

You came this evening, mainly to figure out who played this prank on you. Somebody must have slipped the letter into your pocket, and you want to find out who and why. You're a bit angry at this intrusion of your privacy, and you don't know why they'd want you here anyway. You barely know most of the other cast members, and you weren't really eager to help make the movie.

The letter was in your pocket a moment ago. But now it is gone. Funny that.

# Pushing

In general, you have control over your character. You get to say what you do, think and believe, based on background information and the events of the larp so far. You can suggest things to other players, but you can't force another player to act a particular way. You can't trick, injure, imprison or otherwise do anything to another PC without them going along with it. If two players have different ideas for how a situation results, make a compromise or no one gets what they want.

The only way to force someone to do something they don't want to do is by "*Pushing*." If you sacrifice one of your four cards, then you can name one action the other player has to perform. At that point, the other player has to choose one of three options: they can *Comply*, *Flee* or *Push Back*.

- If they *Comply*, they must do as you outlined.
- If they *Flee*, they sacrifice one of their own cards and exit the area. You cannot pursue them until you've interacted with someone else first.
- If they *Push Back*, then they describe and act out fighting back against you in whatever way is appropriate. They sacrifice one of their own cards and then make their own demand on you. At that point, you have the same three options: *Flee*, *Push Back* or *Comply*. (If you push back, you could reiterate your first demand or make a new demand based on how the conflict has progressed.)

# Reassurance

The inhabitants of Carcosa may not be trustworthy. If you have received an answer that displeases you or does not make any sense, then you can reject it by getting the backing of another cast member. You approach the other cast member, explain the question and answer and say "This cannot possibly be true, can it?" to show your disbelief. They can respond a few ways:

- If they want, they can say "**Indeed, that is crazy talk**" or some other reassurance and cross out the answer you received. You're now free to seek other, more desirable answers from some other source in Carcosa.
- If they actually dislike you for some reason, then they can say something insulting such as "**Don't be a fool. Of course it is.**" Then they circle the answer. No amount of reassurance can change that answer now.

# the Invited

# Questions

Your four escape questions have to be answered in Carcosa, by investigating its secrets. These questions must be answered in order. The inhabitants of Carcosa know many things. There may be other ways of learning your answers as well. As you find each answer, write it down on your sheet. When you have answered all four, you can escape by performing the actions described. If you choose to do so, talk with a GM and then play out the escape as necessary.

## Answer to Escape:

- Who sent me the invitation to the party at Carcosa?
- What can I bring them to break the magical pull they have over me?
- Where can I find the invitation that I lost?
- How can I destroy the invitation, sending me back to my home?

# Sacrifices

Most cast members have four cards that represent things they can lose or sacrifice. You only have two: *Your Sanity* and *Your Very Life*. Some events, cards or activities in the game might cause you to lose one of these specific cards, or to lose one of your choice.

*(If you're ever forced to sacrifice something you already lost, then discard a different card of your choice.)*

# Cameron



You remember now. You were writing a screenplay for a zero budget horror movie your friends were making. Your friends that are here now.

The script was about the King In Yellow. In it, He came to an unsuspecting kingdom, driving everyone there mad and destroying the entire kingdom.

By writing of his coming, you somehow opened a portal between Earth and Carcosa. Once in Carcosa, you had your humanity slowly stripped away from you, until barely anything remained.

Now that your memory is back, you know that you have to escape this place.



# Pushing

In general, you have control over your character. You get to say what you do, think and believe, based on background information and the events of the larp so far. You can suggest things to other players, but you can't force another player to act a particular way. You can't trick, injure, imprison or otherwise do anything to another PC without them going along with it. If two players have different ideas for how a situation results, make a compromise or no one gets what they want.

The only way to force someone to do something they don't want to do is by "*Pushing*." If you sacrifice one of your four cards, then you can name one action the other player has to perform. At that point, the other player has to choose one of three options: they can *Comply*, *Flee* or *Push Back*.

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- If they *Push Back*, then they describe and act out fighting back against you in whatever way is appropriate. They sacrifice one of their own cards and then make their own demand on you. At that point, you have the same three options: *Flee*, *Push Back* or *Comply*. (If you push back, you could reiterate your first demand or make a new demand based on how the conflict has progressed.)

# Reassurance

The inhabitants of Carcosa may not be trustworthy. If you have received an answer that displeases you or does not make any sense, then you can reject it by getting the backing of another cast member. You approach the other cast member, explain the question and answer and say "This cannot possibly be true, can it?" to show your disbelief. They can respond a few ways:

- If they want, they can say "**Indeed, that is crazy talk**" or some other reassurance and cross out the answer you received. You're now free to seek other, more desirable answers from some other source in Carcosa.
- If they actually dislike you for some reason, then they can say something insulting such as "**Don't be a fool. Of course it is.**" Then they circle the answer. No amount of reassurance can change that answer now.

Cameron

# Questions

Your three escape questions have to be answered in Carcosa, by investigating its secrets. These questions must be answered in order. The inhabitants of Carcosa know many things. There may be other ways of learning your answers as well. As you find each answer, write it down on your sheet. When you have answered all four, you can escape by performing the actions described. If you choose to do so, talk with a GM and then play out the escape as necessary.

## Answer to Escape:

–What earthly object has my soul been hidden in?

–Where did I create a gateway between this world and my own?

–Once I have my soul back, how can I open the door between worlds once more?